SNS-D9-USA

SUPER SLAM DUNK™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Introduction

Now sports fans everywhere can experience live professional basketball on their very own Super Nintendo Entertainment System (Super NES). Dribble downcourt and zig-zag to outmaneuver the opponent guarding you. Pass to your teammate on the give-and-go and cut inside the key just as he snaps it back to you for the **SUPER SLAM DUNK!** Five-on-five basketball has never been this exciting with a rotating court to follow the ball for all the fast-break action, pro tips from Magic Johnson, and Laker's announcer Chick Hearn calling the play-by-play. The player will fake shots and hold the ball as long as necessary on jump shots while the responsive crowd and cheerleaders react to home team points and blatant fouls made by the opposing team.

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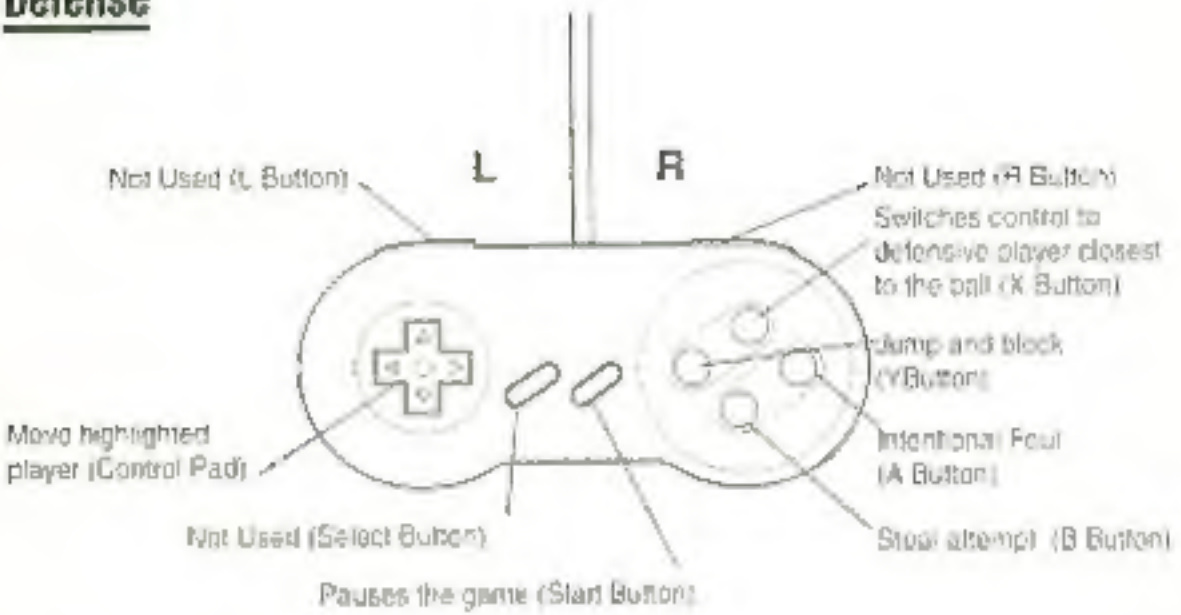
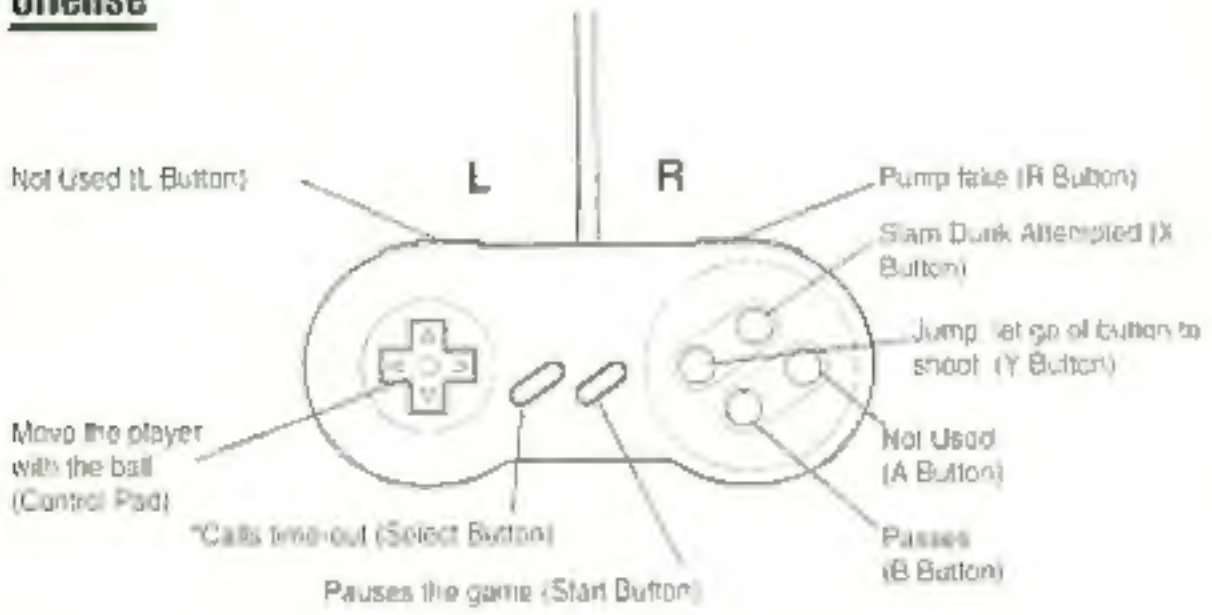
Controller

Defense



Offense



- To call a time-out you must first push Start, then Select.

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General Descriptions

Control Pad: Highlights desired options on selection screens. Moves players around court.

Start button: Begin game play. Pauses Game. Press again to return to game play.

Select button: Press Start and then press Select to call a time out. This action also brings up the Stats screen.

OFFENSE

R button: Fake before throwing the tricky pass or pump-fake before going to the hoop!

X button: Slam dunks the ball when in range.

Y button: Hold down to jump, release to shoot.

B button: Passes to player you are pointing to. Face player in the direction of desired pass and press B.

DEFENSE

X button: Switches control to defensive player closest to the ball. Continue pressing X to cycle through other players. Stop pressing X when the player you want to select is highlighted.

Y button: Pressing the Y button will make player jump and block.

A button: Causes player to commit an intentional foul that WILL be called. Best used to buy time at the end of a game as a clock stopping strategy. (Must hold button down for foul to be called).

B button: Player will attempt to steal the ball.

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Getting Started

To begin championship play, insert the Game Pak into the Super Nintendo Entertainment System® and turn the power ON. Press Start to get past each credit screen and into the option screen. You must use the control pad to set play options by highlighting the desired settings.

Play options include:

PLAY MODE

Playoffs - This feature will allow you to select a team to compete against other randomly selected teams. If you have been given a password, a screen will appear allowing you to enter your password. (Please refer to PASSWORDS section for more information on getting passwords). Use the control pad to scroll through numbers and digits and to move from space to space. When finished, press Select. This will take you back to where you previously left off in the Playoffs. Next, press Start to play. If you wish to go back to the options screen from either Playoffs of Team Selection screen press the L button.

Exhibition - This feature will allow you to select both your team and your opponent's team.

PLAYERS

1 Player - Player's team competes against a computer team. After you select 1 Player mode, you will be taken to the Team Selection Screen where you will highlight the team you wish to control. Next, highlight the team you wish to play against and press Start.

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2 Players - Player's teams compete against each other. After you select 2 Player mode, you will be taken to the Team Selection Screen where you will highlight the team you wish to control and press Start. Next, your opponent will highlight the team they wish to control and press Start.

Auto Play - allows the player to view two teams of their choice compete against each other

FOULS

The player can choose if fouls will or will not be called during game play by setting the Foul option to On or Off.

MUSIC

By setting the Music option to On, music will play at all times except during game play.

TEAM SELECTION

When you have finished setting the options press Start. This will bring you to a Team Selection Screen. Select a team to represent yourself by using the control pad to highlight the desired team. Then select a team for your opponent by using the control pad to move to the opponent team list. Highlight the desired selection there in the same manner. When the desired teams have been selected, press Start to initiate game play. If you wish to return to the options screen from either the Playoffs or Team Selection Screen, press the L button.

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The Scoreboard

The scoreboard displays the following information:

- Score of each team
- Time remaining in quarter
- Quarter being played
- Time remaining on shot clock

Scoring

The type of shot made will depend on your position in relation to the basket. If the shooter is in a good position under the hoop he will be able to slam dunk the ball. Otherwise, he will perform a jumpshot. The player can hold the ball as long as necessary on jump shots. Faking before shooting is a good strategy to use. Remember, the Y button is used for shooting. Press the R button to fake a shot. Press the X button when you are within close range of the basket to slam dunk.

There are three ways to score:

Free Throws - Awarded by being fouled or by rule infractions of the other team. Usually worth 1 point, however certain fouls give the opportunity to shoot "one and one" making it possible to score 2 points.

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Field Goals - Any shot made within the outer arc or "three point line." Worth 2 points

Three Pointers - Any shot made outside the outer arc or "three point line." Worth 3 points

Highlighted player is on 3 point line.

Passing

Just face the player with the ball in the direction you wish to pass, and press the B button. Many different passes may be used to maneuver the ball to the hoop. The longer the button is held, the trickier the pass will be. Passing is a good way to move the ball quickly up or down court. Just beware of interceptions by the opposing team!

You will encounter two different types of passes in gameplay:

- No-Look
- Behind the Back

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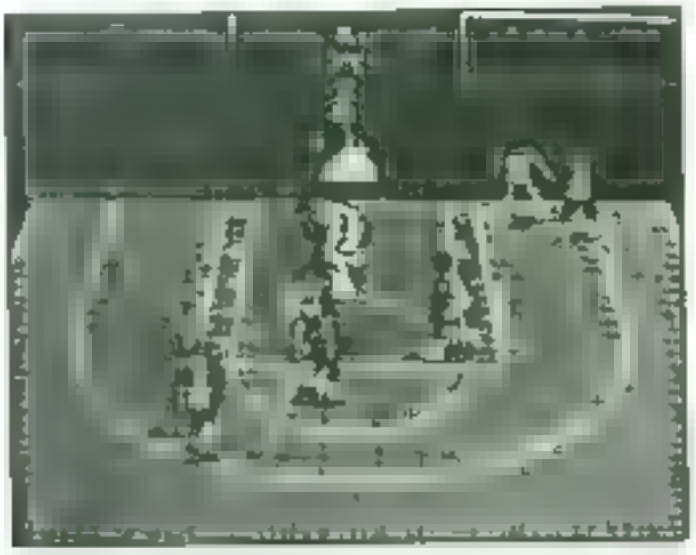
Offensive Strategy

Don't forget to incorporate into your strategy the basics in good offense

Rebounding - Be ready to grab a missed shot and slam it home with a **SUPER SLAM DUNK!**

Fake Shots - Outsmart the defense by faking before taking the shot (R button)

SUPER SLAM DUNK



Defensive Gameplay

Good defense has won many a game. Here are some tactics for you to use in your strategy.

Stealing - You can't score if you don't have the ball. Take the initiative!

Set Screens - Don't give the defense a direct route to the basket - make them go around you.

Switch Player Control - Use the X button to switch control to the appropriate player. It is always best to be in control of the player that is nearest to the ball.

Rebound - Be waiting for the ball under the hoop whenever a shot is taken, then go for the Fast Break.

Defensive Fouls - Although slightly unsportsmanlike, a foul at the critical moment can turn the momentum of a game in your team's direction, as well as make you feel better!

Time Outs

You will have an unlimited number of Time Outs which can be very beneficial. They will help advance the ball down court without losing playing time and your team members will always appreciate the few minutes of rest!

To call a Time Out while on offense, press the Start button to pause, then press Select. To return to gameplay press Start again.

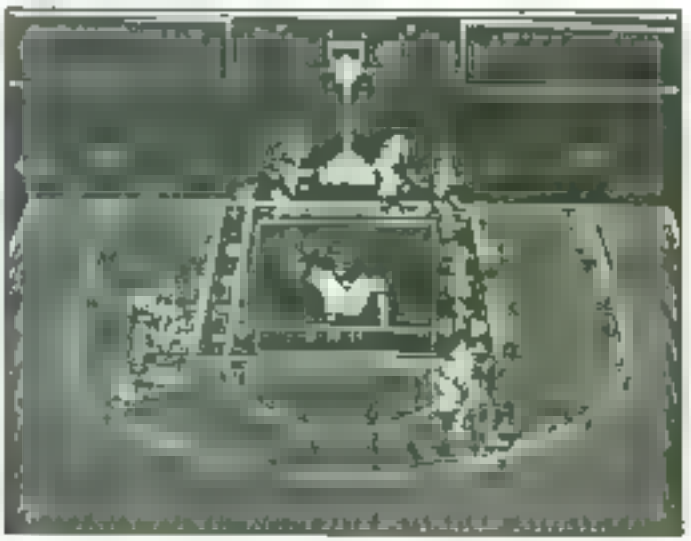
Violations

The same rules apply in SUPER SLAM DUNK as the real national teams follow

A turn over will occur in any of the following situations

- 24 seconds on the shot clock expires before an attempt to score is made
- Any offensive player spends more than 3 seconds in the "key"
- The player with control of the ball jumps up and lands without attempting a shot
- After gaining possession a team fails to bring the ball to their side of the court before 10 seconds have elapsed

REFEREE



Fouls

When a foul is committed, the referee screen will appear notifying you that a foul was called

Passwords

At the end of each Playoff game you will be given a password to save your game. Remember to write down your password as it will allow you to pick up where you left off if you need to stop playing for any reason. Press Select for passwords while at the Tournament tree. When entering a password, up and down changes the characters while pressing left and right highlights the previous/next character. Press Select when done to bring up old Tournament tree, then press Start to begin play.

PASSWORD SCREEN

Passwords are issued at the end of a game in Tournament Mode.

Earvin "Magic" Johnson

32

Ht 6-9
Position: Guard
Born: August 14, 1959
(Lansing Michigan
High School: Everett (Lansing)
College: Michigan State '8)
Residence: Los Angeles

Selected by the Lakers .n the first round of the 1979 college draft (first overal.)

1990-91: Enjoyed another specta:u.ir season leading the Lakers to the NBA Finals for the ninth time in h.s twe.ve year career earned first team All NBA status for the ninth year in a row finished second to Michael Jordan in balloting for the NBA s MVP Award estab l.shed an NBA milestone on 4/15 vs Dallas when he surpassed Oscar Robertson s 17 year-old record of 9,887 career ass.sts record occurred w.th 5 42 remaining in the second quarter on a feed to Terry Teagle had 989 assists a new sing.e-season Laker record his 12 5 assists per game was second .n the NBA, tra.ling only Utah s John Stockton .14 2 recorded dou.b.e figures in assis.s in 64 of h.s 79 appearances rushed out a season h gh 22 ass.sts 1./6 vs Portland averaged .9 4 points per game, second on the team scored a season high 34 po nts 12/30 vs Phi.adelph.a tall.ed 20 p.us points on 36 occas.ons leading the club in scoring 25 times became the 40th player in NBA h.story to reach .6,000 career points .2/6 at Minnesota, f.fth best free throw shooter .n the NBA and tops on the club at 906 led the club in 3FGs for second straight season connecting on 80 o. 250 attempts was club's third leading rebounder, averaging 7 0 per game rebounded in double figures 14 times topped by a

season high 15 1/7/1 vs New York led the club in boards on 17 occasions had NBA leading 13 tr ple-doubles enters 1992 season with 136 list with his 638th career theft 1/22 at Orlando missed three games due to injury 1/6 vs Golden State and 1/8 at Seattle sprained right middle finger and 3/22 vs Milwaukee tendinitis in knees club went 1 2 in those games and now stands 64-46 in the 110 contests he has missed in his career 64 47 including playoffs was a starting guard for the Western Conference All Star Team 2/10 at Charlotte averaged a team-high 21 8 points and 12 6 assists in 19 playoffs contests recorded his career play off-high 44 points in Game 2 of the Western conference Semifinals 5.5 vs Golden State sank 20-22 free throws in that same game both career playoff highs

CAREER: The Lakers made Earvin the first player selected in the 1979 college draft, using a pick the club acquired as compensation when Gail Goodrich signed as a free agent with the Jazz prior to the 1976-77 season...was first rookie in NBA history to be named MVP of the Finals after getting 42 points, 15 rebounds and seven assists while starting at center replacing the injured (sprained ankle) Kareem Abdul-Jabbar to lead the Lakers past Philadelphia in the sixth and final game of the 1980 NBA Finals...became the first rookie to start in the All-Star Game since Elvin Hayes in 1969...unanimous member of the All-Rookie team and runner-up to Larry Bird in the Rookie of the Year voting...became the third player to have won NCAA and NBA titles back-to-back joining Bill Russell and Henry Bibby (Billy Thompson became the fourth in 1986-87)...missed 45 games during his sophomore campaign due to torn cartilage in his left knee...joined Oscar Robertson and Wilt Chamberlain as the third player to record 700 points, rebounds and assists in 1982...set a club record with 13 offensive rebounds at Houston in 1981-82...1982-83 marked the first year he was selected to the All-NBA first team and he's been a fixture on the team ever since...in 1983-84 he was the inaugural winner of the Schick Pivotal Player Award...became first player to receive more than 1 million votes in the 1986 All-Star balloting...had his greatest season in 1986-87, joining Willis Reed, Moses Malone and Larry Bird as the only players to be named NBA MVP of the regular season and NBA Finals in the same season...became first player to win the Finals MVP award for a third time, having done so in 1980- and 1982...the only other guards to win MVP were Oscar Roberston in 1963-64 and Bob Cousy in 1956-57...led the Lakers in scoring for the first time in his career, averaging a career-high 23.9 points to rank 10th in the league...had three dreams fulfilled in the 1988 NBA Finals vs. Detroit: he got to play for an NBA title in front of his father for the first time, he got to play for a title in his hometown for the first time, and he played for back-to-back championship teams...became the first Laker to lead

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the NBA in FT pct (a career-best .911, a club record) in 1988-89.

COLLEGE: Led Michigan State to a 25-5 record as a freshman as the Spartans won their first Big Ten title in 19 years...MSU went 26-6 his sophomore year and won the NCAA Tournament, beating Indiana State and Larry Bird in the final...named Final Four MVP that year, his first of three titles and post-season MVP awards in a four-year span that included his first three pro seasons...selected by the Lakers as the number one pick in the NBA draft following high school sophomore year.

PERSONAL: Earvin had a busy summer, spending part of it conducting his basketball camps and speaking at various others around the country...was married on September 14 to the former Cookie Kelly...conducted his sixth annual all-star game/black-tie dinner, "A Mid-Summer Night's Magic," benefiting the United Negro College Fund, raising over $1.5 million, bringing the six-year total to over $6.5 million...is partner in a Pepsi distribution facility in Washington, D.C....named Athlete of the Decade by Sport Magazine in 1990...voted NBA Man of the Year for 1986-87 by the fans for his charity and community service work...voted to the NBA's official All-Interview first team the past five years...has numerous national and international endorsements and is actively involved with several charities, including a program for students with reading disabilities in Lansing, Muscular Dystrophy, City of Hope, The Starlight Foundation, The American Heart Association, and many others...avid softball player and a rabid baseball and football fan...Earvin has a son, Andre, who lives in Lansing...received his nickname "Magic" from a Lansing sportswriter after a 36-point, 18-rebound, 16-assist performance in high school. Despite health concerns, Magic went on to lead the U.S. Dream Team to victory in the 1992 Olympics.

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EARVIN'S TOP CAREER PERFORMANCES

SCORING

46	@	Sacramento	(12-23-86)
42	@	New Jersey	(01-19-87)
41	@	Utah	(03-28-81)
40	@	Detroit	(01-09-82)
40	vs	Indiana	(02-13-87)
40	vs	Seattle	(11-30-89)

REBOUNDING

19	vs	Dallas	(04-15-91)
18	vs	Chicago	(03-07-80)
17	@	Atlanta	(01-15-83)
17	@	Denver	(04-01-89)
17	vs	Denver	(04-18-89)
17	@	Houston	(02-19-91)

ASSISTS

24	vs	Denver	(11-17-89)
24	@	Phoenix	(01-09-90)
23	vs	Seattle	(02-21-84)
23	@	Dallas	(04-20-88)
22	vs	Cleveland	(11-17-83)
22	vs	Portland	(11-96-90)
21		four times	
20		eleven times	

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